

# Baking

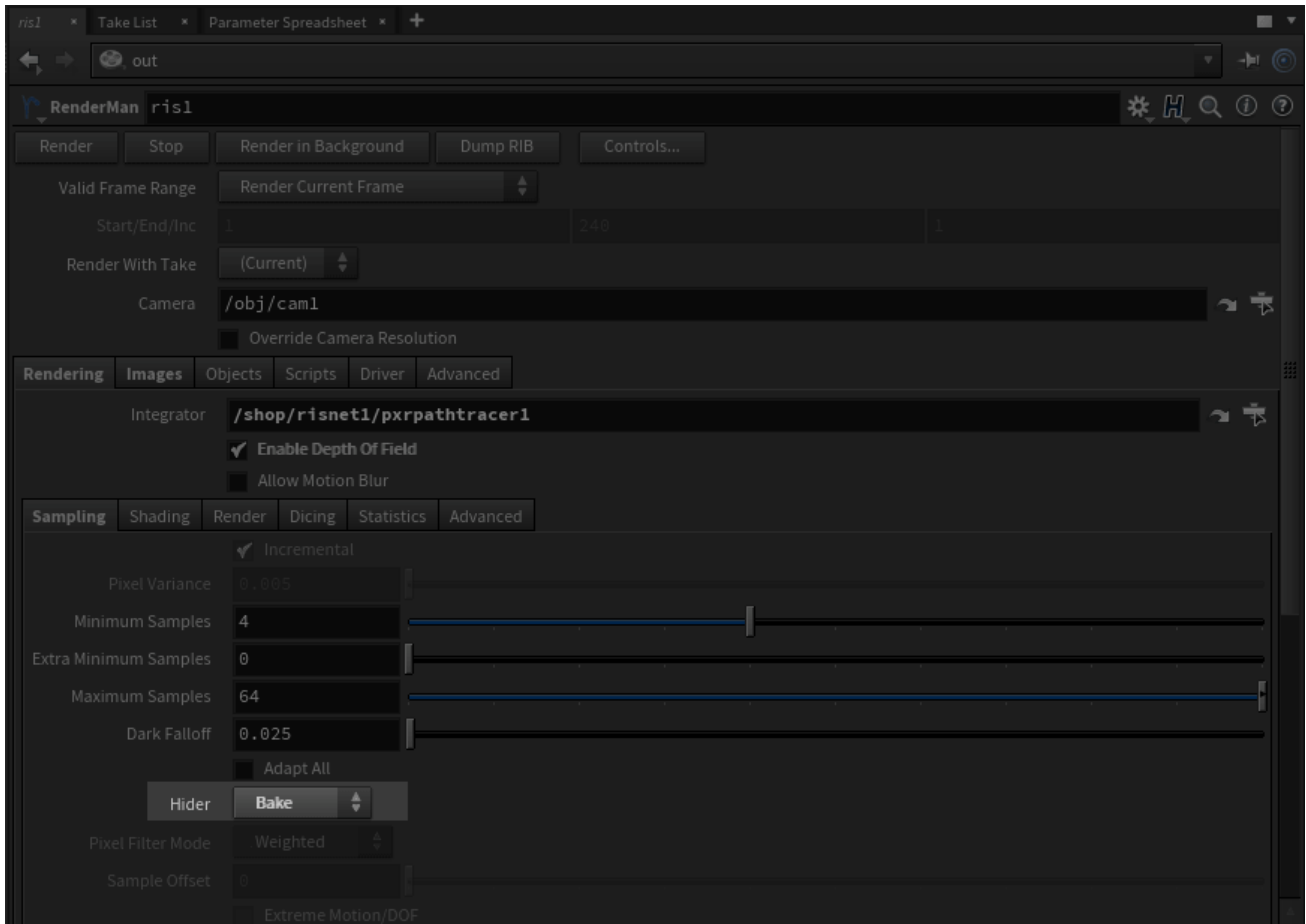
Baking out textures involves two easy steps.

 See [Baking Patterns](#) for more information.

 The user should supply UVs (UV mapped) for the object to be baked.

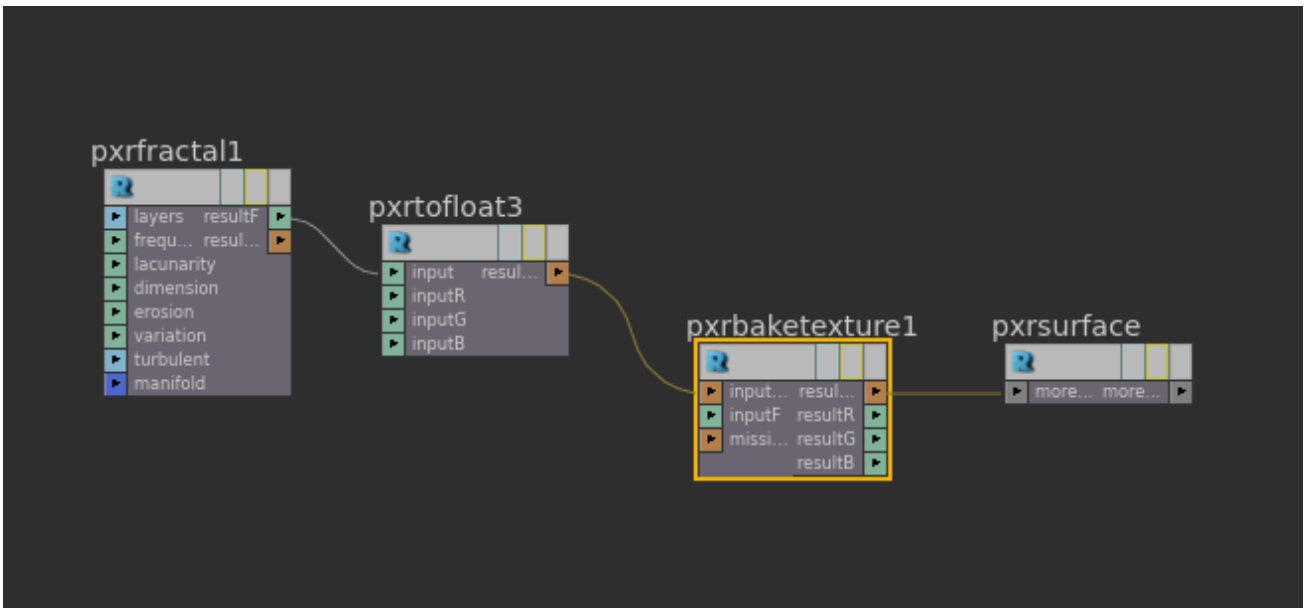
## Set Bake Hider

Instead of using raytrace, set it to **bake**.



## Add PxrBakeTexture

In your RIS Network, add a [PxrBakeTexture](#) VOP. Wire its output to a PxrSurface color parameter so it will get evaluated.



In the PxrBakeTexture VOP, set its output FileName. See [PxrBakeTexture](#) for descriptions of each parameter.

